



GENERATING MULTIPLE UNIQUE SPRITES FROM LAYERS!



Check out this easy trick to turn 3 sprites into 9 unique sprites.

1: PREPARE LAYERS. For this example, we've got 2 layers; *heads* and *tails*. All layers are **transparent** .PNG files

2: FOLDER STRUCTURE. Once our layers are prepared, we'll separate them into "*heads*" and "*tails*" folder. We'll also make an empty folder named "*combined*". The names and location of these folders are important, so after step 3, make sure your setup looks like the example:

3. RUN SCRIPT. Create a plain-text file in text-edit, or whichever editor you're comfortable with, and type the bash script pictured. Save this text file as **gen.sh**

Open the project folder in terminal.
(*right-click > Services > Terminal at folder*)
Enable the script with this command:

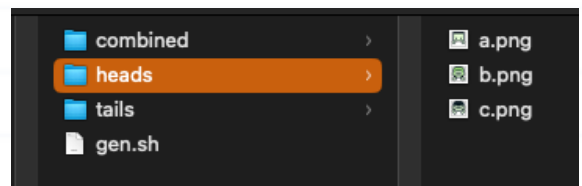
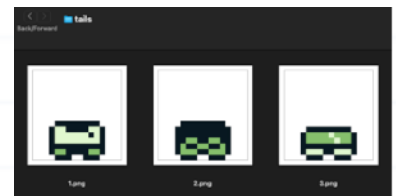
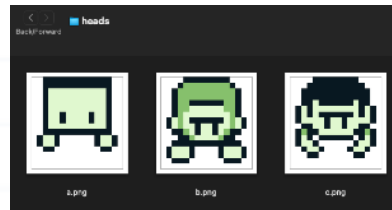
```
chmod +x gen.sh
```

then run the script with this command:

```
./gen.sh
```

If all went as planned, you should have new PNG files in your "**combined**" folder!

If not, double check your folder structure, and make sure there's no typo's in your script and commands!



```
#!/bin/bash

for head in heads/*.png; do
  for tail in tails/*.png; do
    head_name="$(basename "$head")"
    tail_name="$(basename "$tail")"
    combined_name="${head_name%.*}_${tail_name%.*}.png"
    convert "$tail" "$head" -composite "combined/$combined_name"
  done
done
```

